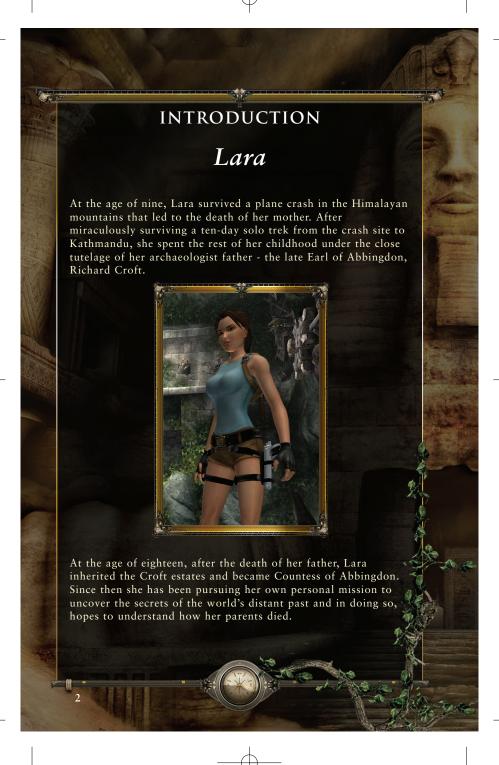
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# **GETTING STARTED** Family Settings These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings. STARTING A NEW GAME After you have signed into your gamer profile, you will be brought to the Main Menu (see page 21 for detailed information about all of the Main Menu options). If you're ready to start your adventure with Lara, select Start Game. If you'd like to learn how to control Lara in a less dangerous environment, select Play Croft Manor to explore Lara's home. Difficulty Setting and Manual Grab If you chose to start a new game, a screen will appear allowing you to set some game options before you begin. Set the options to your preference and then press (A) to continue. See Menu Options on page 23 for a description of all pre-game options. Note: Difficulty is set only once per game and cannot be changed midway through your adventure. Once a level has been beaten, it can be replayed at any difficulty level. Screen Calibration After setting your New Game options, a Calibration screen will appear. This allows you to adjust some display options for an optimal gameplay experience. Follow the on screen prompts to set the Brightness and Contrast. (See Calibration Options on page 23 for further information). Once all pre-game settings have been set, you're ready to begin!

#### SAVING AND LOADING THE GAME

#### Saving your Progress

Every level in the game has a number of checkpoints to pass. Text reading CHECKPOINT will appear at the bottom of the screen informing you when Lara has passed a checkpoint. To save your progress, first press to access the Pause Menu and select Save. The option to create a new save file will then be displayed. Highlight this option and press a to save your game. You may save anywhere between checkpoints, but Lara will appear at the most recently passed checkpoint when a save is loaded again.

Note: There is no automatic save when you leave the game. However, if Lara dies, she will automatically restart at the last checkpoint passed, regardless of whether you have made a save there or not. If you quit the game without saving, you will lose all progress made since the last saved checkpoint.

#### Loading a Saved Game from the Main Menu

Once you have a Tomb Raider: Anniversary game in progress and data saved, the Start Game option in the Main Menu will be replaced by a Play Game option: selecting this will allow you to Resume your game (from your most recent save), Load saved games, Replay completed levels.

Note: The save file most recently made becomes your 'current' save, and will be selected if you choose to Resume Game, even if this save data does not represent the furthest game progress.

#### Loading a Saved Game from the Pause Menu

You may load any saved games located on your Xbox 360 console from within the in-game Pause menu. When loading a game you can choose a save from any of the thirteen available save slots. Details of each save game will be shown to the right of the screen. Simply use the directional pad to choose one of the Save Games and press (A) to load and resume that game.

#### Saving Rewards

If you are replaying a level, the Save Rewards option becomes available. This will not save your location within a level but it will store any rewards you've picked up.







# ADVANCED MOVEMENT CONTROLS

The following advanced Lara controls are default; there are three alternative control set-ups that can be selected from the Options Menu. See page 23 for details on changing controls.

Note: Lara cannot perform any of her advanced movement techniques when her weapons are drawn.

#### Climbing, Jumping, Grabbing, and Shimmying



Lara is a superb climber and can overcome most obstacles using jumps, grabs and shimmies.

To jump onto ledges, poles, or ropes press (and then hold (B) to grab if Manual Grab is enabled). If Lara grabs with only one hand press (Y) to grab on with both hands and avoid dropping off.

To shimmy along a ledge or an object move **(b)** in the required direction. To pull up press (A).

Press B to release from the grab and drop down (if Manual Grab is enabled simply release B to let go).

To perform a Lateral Jump/Jump up/Jump Back on ledges, move (1) in the required direction and then press (1) to perform the jump.

### Grappling and Wall Running



Lara can also use her grapple device to span gaps that are too wide for her to jump across. Where you see a hanging or wall mounted ring you can use the grapple device to swing across or wall run to safety.

To activate the grapple device run towards the ring, press ♠ to jump and then press ♥ quickly after to throw the grappling hook. To climb or descend the grapple line, hold ♥ and move up/down on ♥.

#### Pole Techniques



Lara is able to use poles to swing from point to point across gaps or to overcome obstacles and gain access to areas she is unable to climb to.

Use to move Lara into position underneath the pole or take a run up using and press (A) to jump onto the pole.

Move and hold forward on to begin swinging and then press to leap off. When hanging stationary from a pole, use to adjust Lara's position on the pole. To release from a pole press 8.

#### Column Traversal



Lara can climb slender vertical columns to reach areas above and below her.

Use to move Lara onto the base of a column or take a run up using and press a to jump onto the column.

Use **t** to rotate around the column or to climb up or slide down the column.

To jump off a column, move to in the direction you want to jump and press (A) to leap off.

To release from a column, press B.

#### Rope Work



Lara uses ropes to span large gaps that are too big for her to jump.

Use to move Lara into position underneath the rope or take a run up using and press (A) to jump onto the rope.

You can climb up and down the rope by holding Y and moving \$\mathbb{O}\$ up/down.

Moving left/right will rotate Lara around the rope and towards the direction you would like her to swing.

Move forward to build momentum and swing Lara higher, then press (a) to jump off. To release from a rope press (b).

#### Ladders



Lara can climb up and down ladders to traverse large vertical spaces.

Use **t** to move Lara into position underneath the ladder or take a run up using **t** and press **A** to jump onto it.

Moving up/down on will make Lara climb or descend the ladder. Press repeatedly to speed up Lara's movement when climbing a ladder.

To jump backwards off a ladder press (A). To perform a lateral jump sideways off a ladder, move (4) in the desired direction and then press (A) to perform the jump.

To release from a ladder press B.

## Perching



Lara can jump onto and perch on the tops of very small platforms—usually the tops of slender columns.

Press (A) to jump to a perchable object like you would any other platform. Once connected and steady, use (B) to rotate Lara left/right. Move (B) in a direction and press (A) to jump off of the perchable object.

If Lara lands incorrectly on a perchable object she will lose her balance and begin to fall off. Quickly press Y to regain her balance.

To quickly hop across the top of perchable objects move the required direction and press (a) as soon as Lara lands on top of the object.



When Lara is hit by a strong enemy attack! she will stumble then fall to the ground.

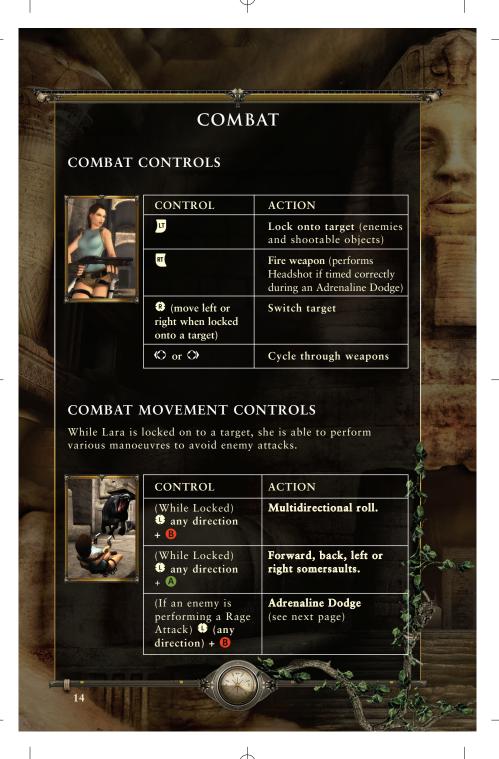
When Lara is stumbling, quickly press to stop Lara from falling and flip back up quickly.

## Tumbling

Lara is an accomplished acrobat who can perform multiple tumbles and flips as she moves around her environment.

To tumble, repeatedly press **B**; to flip press **B** twice and then repeatedly press **A**.

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#### BREAKING FREE FROM ENEMY GRABS

Some enemies can grab Lara's limbs and shake her about, causing damage in the process. If an enemy latches on to Lara in this way, quickly move back and forth to break free from their grasp. The faster this is done, the faster Lara will break free.



#### COMBAT STRATEGIES

#### MOVEMENT

Keeping Lara moving is the most important factor in combat; a moving target is much harder to hit than a static one.

#### TARGETING

The targeting reticule will be displayed when a target is within Lara's sight. The colour of the reticule changes depending on the status of that target as follows:

Red Reticule: Target is within range at the current distance

Grey Reticule: Target is out of range

When locked on to an enemy, the targeting reticule will display four arrows in addition to the normal targeting ring.

Tip: If the target is within distance but out of the field of view, an arrow to the side of the screen will be displayed showing you the direction in which the target is located.

# LARA'S INVENTORY

Lara is a consummate explorer and adventurer who is always equipped to handle whatever obstacles get in her way. Access Lara's Inventory by pressing sat any time during the regular game. Lara's inventory consists of two rotating rings of objects Gear and Items.

To use or equip an item from Lara's inventory, cycle the ring to the desired object by moving left/right on or pressing or O and then press (A).

#### **GEAR**

The Gear Ring includes weapons, health, and other useful equipment. Pressing displays the Gear ring by default: to view it if it is not displayed, move up on 🕩 or press 💍.

#### Small Medipack



Small health pack. A staple of the rough and rugged adventurer, Medipacks allow Lara to treat her injuries in the field. When used, this will replenish a quarter of Lara's health.



Large health pack. When used, this will replenish all of Lara's health.

#### **Dual Pistols**



Lara's trademark weapons. Dual pistols with unlimited ammo.



A heavy damage pump action shotgun. This weapon is more effective at close range.

#### Dual .50 Caliber Pistols



A pair of high caliber pistols. A slightly slower rate of fire than normal pistols is offset by increased damage.

#### Dual Mini SMGs



A pair of Mini Sub Machine Guns. Incredibly fast rate of fire inflicts a lot of damage at the expense of some accuracy.



Box of shotgun shells. Before Lara collects the Shotgun itself, she can collect ammunition for it.

#### .50 Caliber Ammunition



Clips of heavy damage pistol ammunition. Before Lara collects the .50 Caliber pistols, she can collect ammunition for them.

#### **SMG Ammunition**



Clips of Mini SMG ammunition. Before Lara collects the Dual Mini SMG's she can collect ammunition for them.

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# REWARDS

Throughout Lara's archaeological adventure there are various Artefacts and Relics to be discovered and collected. Picking up these items opens up bonus content and extra features such as outfits, concept art and much more, so make sure Lara scours the environment thoroughly! After each level is complete, you will be notified as to which reward(s) you have managed to unlock. Selecting Rewards from the Main Menu will allow you to view and select the rewards you have achieved.

**Tip:** Selecting the option Replay Level from the Game Menu will allow you to replay completed missions and pick up missed items.

#### MENUS

#### **BASIC MENU CONTROLS**

Move or press O to view and cycle through the different game options. Press (a) to either select something, accept changes to a setting or progress to the next screen.

Press B within a sub menu to return to the previous screen.

Some menus have option specific actions. For information on how to perform them, refer to the panel at the bottom of the screen.

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Play Croft Manor  Lara's expansive Manor can be visited and explored throughout the game.  Options  Change various game settings. See Options Menu on page 22 for more information.	Start Game/Play Game Start or continue a game. See Game Menu on page 22 for more information  Play Croft Manor  Lara's expansive Manor can be visited and explored throughout the game.  Change various game settings. See Options Menu on page 22 for more information.  Achievements  Select to display a list of all possib achievements.  Rewards  This section contains information and bonus content within Tomb Raider: Anniversary. By completing levels and	Start Game/Play Game Start or continue a game. See Game Menu on page 22 for more information  Play Croft Manor  Lara's expansive Manor can be visited and explored throughout the game.  Change various game settings. See Options Menu on page 22 for more information.  Achievements  Select to display a list of all possibl achievements.  This section contains information and bonus content within Tomb Raider: Anniversary. By completing levels and collecting rewards along the way, you will unlock items which can then be	MAIN MENU	TANK
Menu on page 22 for more information  Play Croft Manor  Lara's expansive Manor can be visited and explored throughout the game.  Options  Change various game settings. See Options Menu on page 22 for more information.  Achievements  Select to display a list of all possib	Play Croft Manor  Lara's expansive Manor can be visited and explored throughout the game.  Options  Change various game settings. See Options Menu on page 22 for more information.  Achievements  Select to display a list of all possib achievements.  This section contains information and bonus content within Tomb Raider: Anniversary. By completing levels and collecting rewards along the way, you will unlock items which can then be	Play Croft Manor  Lara's expansive Manor can be visited and explored throughout the game.  Options  Change various game settings. See Options Menu on page 22 for more information.  Achievements  Select to display a list of all possibl achievements.  This section contains information and bonus content within Tomb Raider: Anniversary. By completing levels and collecting rewards along the way, you will unlock items which can then be	MENU OPTION	DESCRIPTION
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## **GAME MENU**

This menu appears when the Play Game option is selected from the Main Menu.

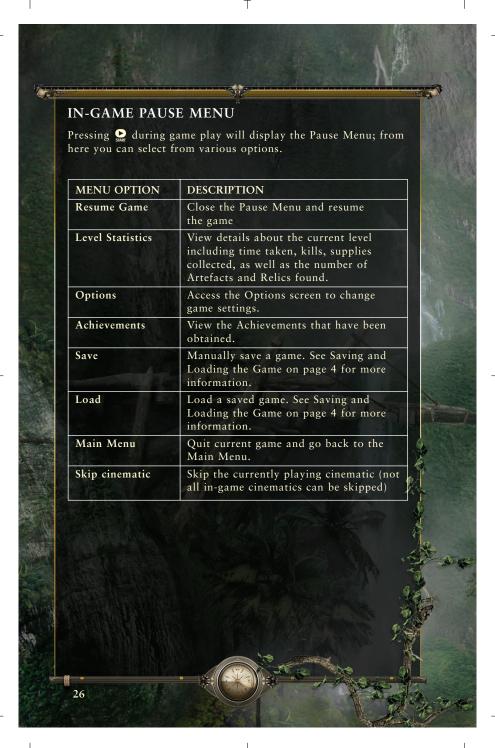
MENU OPTION	DESCRIPTION
Resume Game	Choose this option to continue your game from the most recently saved checkpoint.
Load Game	When selected, the Load Game screen offers you a choice of saved games; select the save you would like to play and press (A) to load.
Replay Level	Select this to display a list of previously completed levels (based on the currently loaded profile). You can choose to replay these levels to collect missing rewards, play on different difficulties, or attempt a Time Trial.

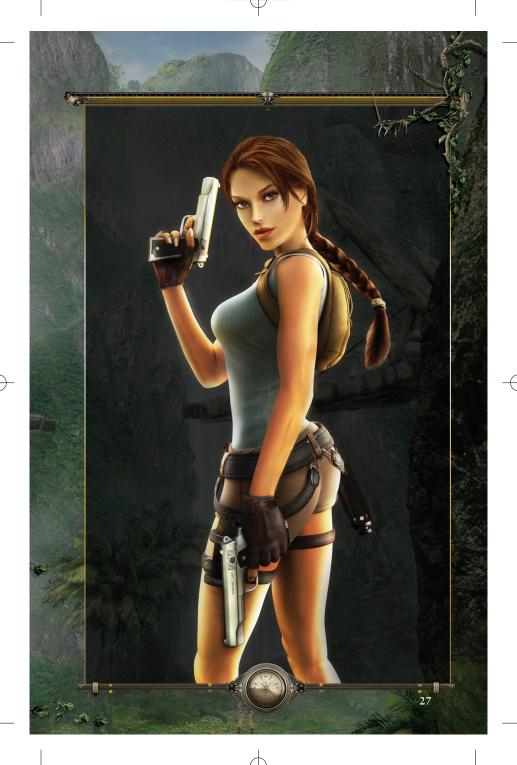
### **OPTIONS MENU**

MENU OPTION	SUB MENU OPTIONS	DESCRIPTION
Display	Hint Icons	(On/Off) Displays icons that show relevant control inputs for a given situation.
	Commentary Markers	(On/Off) Displays commentary markers in the game world when replaying a level. If set to On, Lara can interact with the markers to hear a Director's Commentary about her current location.
	Subtitles	(On/Off) Display of subtitles.

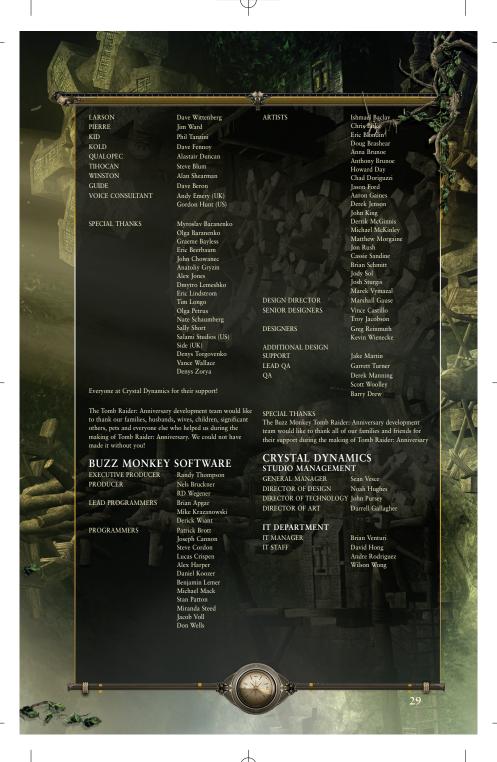
MENU OPTION	SUB MENU OPTIONS	DESCRIPTION
Calibration	Brightness	(0-100) Adjust the screen brightness.
	Contrast	(0-100) Adjust the screen contrast.
Controls	Control Configuration	Select one of four controll configurations
	Vibration	(On/Off) Set Vibration
	Manual Grab	(On/Off) If set to On, Larwill only hold on to object in her environment if RB is held down.
Camera	Invert X-Axis	Invert camera left/right movement.
	Invert Y-Axis	Invert camera up/down movement.
	Manual Aim Invert X-Axis	Invert camera left/right movement when in Manua Aim.
	Manual Aim Invert Y-Axis	Invert camera up/down movement when in Manua Aim.

# **REWARDS MENU** MENU OPTION DESCRIPTION Special Bonus content available only to the most dedicated explorers. Cinematics Replay any cinematic already viewed in the game (for the currently loaded profile). Art Galleries View various image galleries showcasing different aspects of the development and history of Tomb Raider: Anniversary. Character Bios View informational biographies about characters from the game. Outfits View and select unlockable outfits for Lara to wear when replaying a level. Relics View the Relics Lara has collected. Music Listen to various music tracks from the game. Credits View the Development and Publishing teams' credits. Commentaries List of levels that have commentaries unlocked. Cheats List of cheats that have been unlocked.









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#### PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
  - Preferably play the video game on a small screen.
  - Avoid playing if you are tired or have not had much sleep.
  - Make sure that the room in which you playing is well lit.
  - Rest for at least 10 to 15 minutes per hour while playing a video game.

#### WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static
images or pictures presented during the normal course of playing a game (or from putting the game on
hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing
a permanent shadow of the static image to appear at all times, even when the games are not being
played. Always consult your television screen or monitor manual or otherwise the manufacturer to
check if video games can be played safely.

#### WORLDWIDE CUSTOMER SERVICE CONTACTS

www.eidosinteractive.co.uk/support/worldmap.html

#### CUSTOMER SERVICE HELPLINE: 0870 9000 222

(4.98p per minute) (NATIONAL RATE) (UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

Eidos Interactive Limited

Wimbledon Bridge House

1 Hartfield Road

Wimbledon

SW19 3RU.

